

Cloe Booshwah

CHARACTER NAME

Sorcerer [Wild Magic] (5)

CLASS & LEVEL

BACKGROUND

Lilith

PLAYER NAME

Chaotic Neutral

ALIGNMENT

7000

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+2

14

CONSTITUTION

0

11

INTELLIGENCE

+1

13

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☒ +3 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

0

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d6+0)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I love a good insult, even one directed at me.

If someone is in trouble, I'm always willing to lend help.

PERSONALITY TRAITS

Independence. I am a free spirit--no one tells me what to do.

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+5

1d4+2 piercing

Quarterstaff

+3

1d6+0 bludgeoning

Dagger +1

+6

1d4+3 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies:
Crossbow, light; Dagger;
Dart; Quarterstaff; Sling

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

5

TREASURE

Backpack

Clothes, traveler 's

Component pouch

Crowbar

Hammer

Herbalism Kit

Piton x10

Rations (1 day) x10

Rope, hempen

Tinderbox

Torch x10

Waterskin

EQUIPMENT



Cloe Booshwah

CHARACTER NAME

18

AGE

5' 2"

HEIGHT

135

WEIGHT

Emerald Green

EYES

Light White

SKIN

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

Origin: You don ' t know your origins, but you were raised by vampires.

Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Friends

Poison Spray

1

4

PREPARED

SPELL NAME

☐ Absorb Elements
 ☐ Detect Magic

2

3

Dust Devil

3

2

4

5

6

7

8

9

-----Bonus Actions-----

Flexible Casting. You can convert sorcery points into spell slots (level - point cost: 1st - 2, 2nd - 3, 3rd - 5, 4th - 6, 5th - 7). You can also convert spell slots into sorcery points equal to the slot's level.

-----Other Traits-----

Careful Spell. When you cast a spell that requires a save, spend 1 sorcery pt. to allow up to 2 creatures to automatically succeed.

Sorcery Points. You have 5 sorcery points (use 5 times/long rest).

Subtle Spell. Spend 1 sorcery pt. to cast a spell without somatic or verbal components.

Tides of Chaos. Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Anytime before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Wild Magic Surge. Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Friends

Sorcerer Cantrip Enchantment DC 13 Spell Mod +5

1 Act. **Self** **S,M** **Conc, 1 min***A small amount of makeup applied to the face as this spell is cast*

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Poison Spray

Sorcerer Cantrip Conjuraction DC 13 Spell Mod +5

1 Act. **10 ft** **V,S** **Inst**

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Absorb Elements

Sorcerer Level 1 Abjuration DC 13 Spell Mod +5

1 reAct. **Self** **S** **1 Rnd**

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Detect Magic (ritual)

Sorcerer Level 1 Divination DC 13 Spell Mod +5

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dust Devil

Sorcerer Level 2 Conjuraction DC 13 Spell Mod +5

1 Act. **60 ft** **V,S,M** **Conc, 1 min***A pinch of dust*

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage

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	Dust Devil (reverse) increases by 1d8 for each slot level above 2nd.	